```
RAY::Drawables::IDrawable
 + ~IDrawable()
 + drawOn()
RAY::Drawables::ADrawable3D
  position
  _color
#
# debugColor
+ ADrawable3D()
+ ADrawable3D()
+ ~ADrawable3D()
+ drawOn()
+ drawWiresOn()
+ getColor()
+ setColor()
+ getDebugColor()
+ setDebugColor()
+ getPosition()
+ setPosition()
 RAY::Drawables::Drawables3
          D::Model
   model
   textureList
   rotationAxis
  rotationAngle
  scale
  originalShader
   pad0
  modelsCache
 + Model()
 + Model()
 + Model()
 + operator=()
 + ~Model()
 + unloadKeepMeshes()
 + setAnimation()
 + setTextureToMaterial()
 + getBoneCount()
 + setRotationAngle()
 and 10 more...
```